```
BaseModel
# mlMesh
# mModelCode
# mSource
# mTree
+ BaseModel()
+ ~BaseModel()
+ Build()
+ GetUsedBytes()
+ Refit()
+ GetSourceTree()
+ GetTree()
+ GetTree()
+ GetNbNodes()
+ HasLeafNodes()
+ IsQuantized()
+ HasSingleNode()
+ GetModelCode()
+ GetMeshInterface()
+ SetMeshInterface()
# ReleaseBase()
# CreateTree()
       Model
    + Model()
    + ~Model()
    + override()
    + override()
```